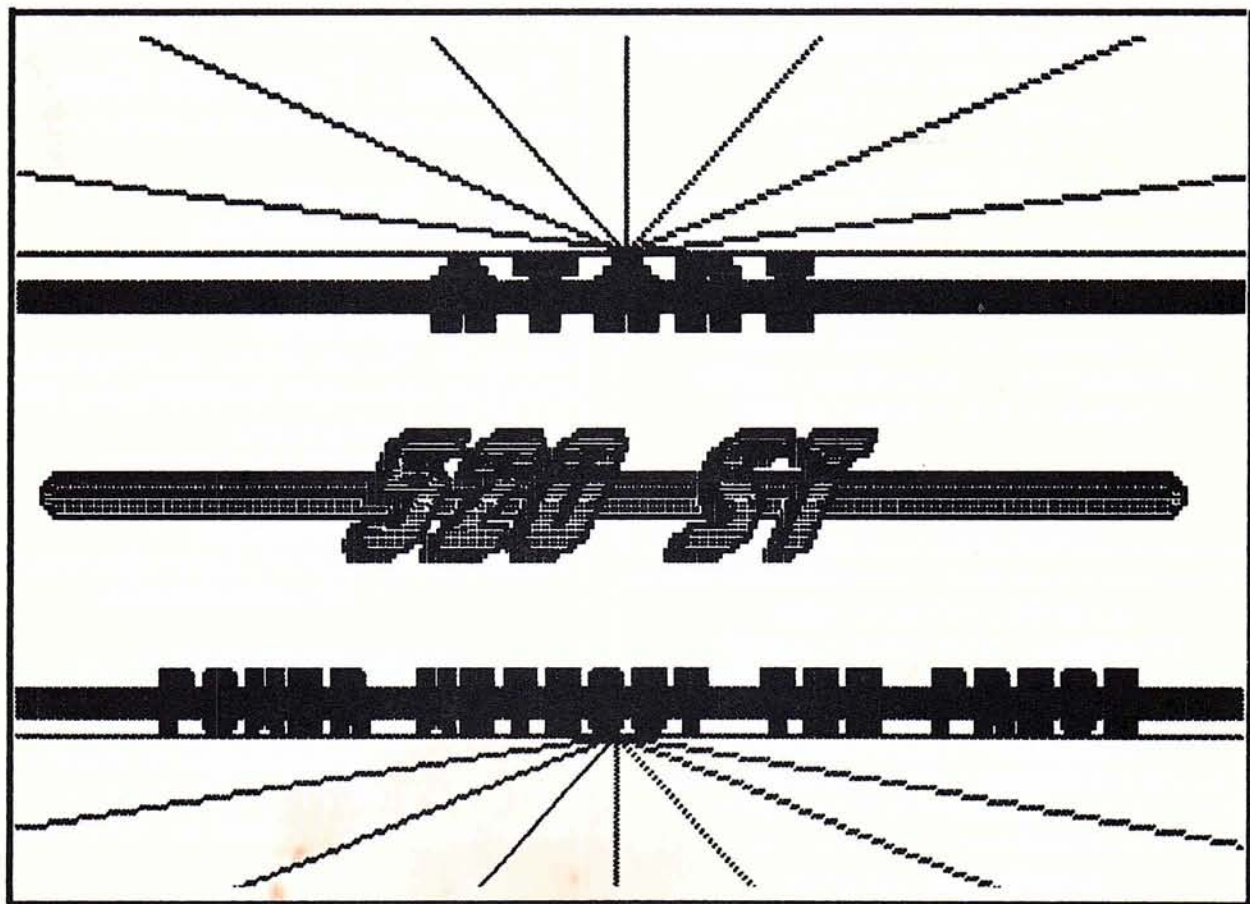


ACE ST LOUIS
NEWSLINE
NOVEMBER
1987



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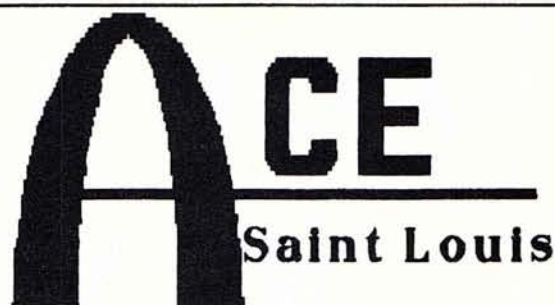
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Atari Computer Enthusiasts St Louis
P.O. Box 6783
St Louis, Missouri 63144
(314) 644-7168 voice
(314) 647-3290 modem

Meeting schedule
1987/1988
November 4th * Wed * 7 PM
December 5th * Saturday * 12 PM
January 6th * Wed * 7 PM

ACE-STL Officers 1987
President * Matthew Ratcliff
Vice President * Jim Buchholz
Secretary * Greg Kopchak
Treasurer * Don McEntee
Newsline Editor * Terry Shoemaker

Article submissions
ACE-STL * Newsline Editor
PO Box 6783
Saint Louis, Mo 63144



ACE-STL NEWSLINE

**VOLUME 3
ISSUE 11
NOVEMBER 1987**

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Election Results

SIG MEETING SCHEDULE
ACE MEETING - NOVEMBER 4TH
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MIDI MUSIC - NOVEMBER 17 KOPCHAKS
ST SIG - NOVEMBER 11 RANDALL'S
8 BIT SIG - NOVEMBER 19- RANDALLS

1988 Election of Club officers
will be at the
November meeting



EDITORIAL

By Terry Shoemaker



I Would like to take time to thank everyone who has contributed articles not only this month but throughout the entire year. You as participating club members help to make Ace St. Louis Newsline one of the best and most informative club newsletters that can be found. You will notice this month we have a lot of articles by club members. I even had one article which I saved for next month written by Darel Schartman called "Note and Point Commands of Atari Basic".

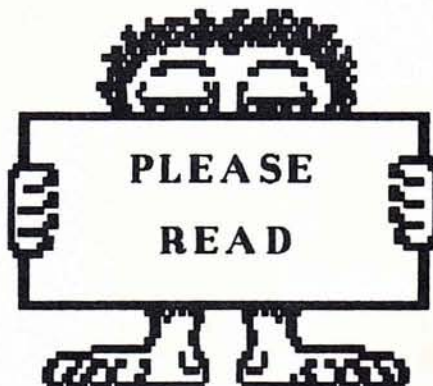
Jim has asked to return next year as editor of the Newsline. Since it was he that started the Newsline and without his help it would never have evolved to what it is today, I have graciously accepted to step down and relinquish the responsibilities to him. I hope that I have been able to bring you a newsletter which you have enjoyed reading and have brought you informative, up to the minute information. I will continue into 1988 helping Jim put the Newsline together. I am sure I will appreciate the extra time I will have next year as I have spent many long days and night putting the newsletter together and getting it out each month.

ELECTION INFORMATION

At the October meeting Jim nominated me for the office of Vice-President. I would like to thank Jim for this but at this time I am going to withdraw myself for this office. My reason for this is I feel that the outside workload on our president, Matthew Ratcliff has increased such that he is unable to devote the time and energy which the club now demands.

I would like to tender my name for the position of President of the Ace St. Louis Club. I believe Mat has helped to bring your club a long way in the past two years and I truly believe that he has accepted the nomination for a Third Term because of his dedication to the club.

I cannot say that I will do a better job as president, only that I will dedicate the time and energy in continuing to maintain the high standards we have set for our club.





The 8-BIT SIG



First I'd like to say thanks for the honorable post of 8-Bit Programming Advisor. Official at that. Joan Ryan and I will try to find some interesting suggestions, for both the ACE meeting and the 8-bit SIG.

Now...some 8-Bit news. To the joy of SpartaDOS fans, there is a new program out called "SpartaDOS Toolkit" that was demoed at the last ACE meeting by Harold Brewer, resident Sparta expert. This contains many helpful programs. There is a menu that resembles the DOS 2.5 menu, instead of the command line Sparta users are used to seeing. This makes things a bit more convenient, although for some reason some of the commands do not work when used. C'mon, ICD--get it together. But other utilities offset this. There is a sector-editor, which can be handy for finding that trouble spot on your disk. Also included is a handy directory-sorter used with SpartaDOS. All in all a good package.

Another new release is Alternate Reality--The Dungeon. This is the second in a series of seven adventures, including The City, Palace, Wilderness, and Arena. All can be used both alone and in conjunction with the others. AR Dungeon is a typical role-playing game--up to a point. Sure, you create a character, and fight monsters, but the similarity ends there. An excellent 3-d forward view of the Dungeon makes you feel as if you're there. You must eat, sleep, and drink at normal intervals. Treasures await--but danger as well. Original monsters, including a Devourer which attacks when you get too much treasure, are waiting for you around every corner. This is really a thriller, even allowing you to revive dead characters--for a small price. An excellent game, carried by, of course, Randall's.

Below is a list of 8-bit programs which I feel would make good demonstrations for the Ace Meetings. If you have any of these programs and know how to use it, please contact myself or Joan Ryan so we can schedule a demo with the club vice president.

Possible 8-Bit Demos

1. Autoduel-Origin Software
2. Wizard's Crown
3. Chess Master 2000 - Elec. Arts
4. Colossus Chess 3.0 - English Software U.K. (THE CATALOG Antic)
5. Mail Order Monsters- If Terry finds Gail R's review and publishes it, maybe she will demo it. If not, some kid could probably be bribed.
6. Lords of Conquest
7. Racing Destruction Set
8. War Game Construction Set
9. PaperClip- Anna is working on this.
10. Loderunner or Championship Loderunner
11. Music Studio - Activision
12. Music Painter
13. Songwriter
14. Hacker - Activision
15. Math Blaster
16. Spell it
17. Word Attack
18. Never Ending Story- Datasoft
19. Video Title Shop
20. 221 Baker Street
21. Thunder Mt. Children's disks:
Tinky Tonk series.\$10.00 Ed. disks.
22. Astro Grover- ed. kid math
23. Mickey in the Great Outdoors
24. Sesame St. Letter-Go-Round
25. HeartWare - Hi Tech Expressions
26. PartyWare - Hi Tech Expressions
27. Silicon Dreams 64k
28. Jewels of Darkness 64k
29. The Pawn 64k

Randall's Home Computers

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Reg.
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only \$35

Atari
Planetarium

\$28

Reg. \$34.95

TEMPUS
Text Editor

\$40

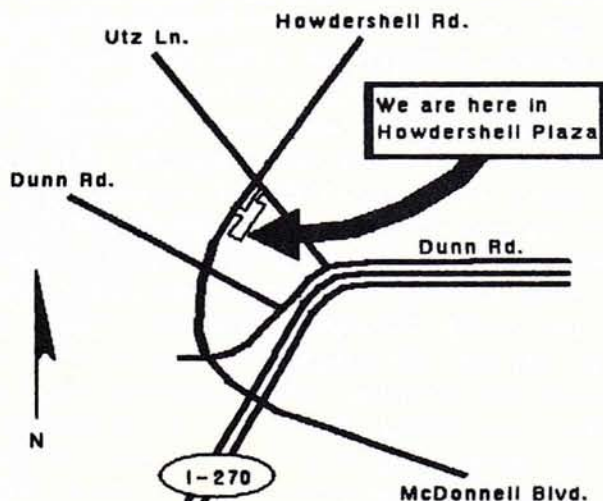
Reg. \$49.95

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Hazelwood, MO 63042

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10:00 - 9:00 Friday
10:00 - 6:00 Saturday
CLOSED Sunday

Phone: **895 - 8862**



The MIG banked to the right, trying to shake me off its tail. I gave it a little right rudder and fired the cannon. The 20mm M-61A1 fired an awesome 6000 rounds a minute. It fired in 25 round bursts. The brown and green camouflage on the MIG 23 erupted with orange balls of fire, the fuselage started to disintegrate. The fourth burst from the cannon dissolved the wing root and the plane was enveloped in flame. The MIG jockey punched out as it came apart. I guess it would have been fun to sit and gloat, but the HUD was flashing a missile alert. A heat seeking Atoll was planning to spoil my day. I popped a flare in an effort to confuse the heat seeker. I lit the burner and did a mind bending 6g turn. As I came around I had the boggie on radar, about 15 miles back. I armed a short range sidewinder, it was a tried and true killer within 10 miles. I had a solid missile lock. I fired the missile, a second later he fired his second Atoll at me. Too bad he wouldn't live long enough to see it miss. The impact of the Sidewinder on the MIG destroyed it. Nothing got out of that one, I dumped another flare and jinked out of the way of the missile as it passed about a mile off spewing fire and smoke in it's trail. I had another radar contact, another MIG was lifted off from Bengasi for its trial by fire. I banked left and went to meet this newest challenge. Still over 30 miles away, I locked a Sparrow on it and fired. A trail of smoke and fire left my plane on its errand of destruction. The MIG dropped flares, did some violent maneuvering and decoyed the missile off. We had closed within 16 miles now. He fired his first Atoll, again I dropped a flare and drew it away. When he was only about 8 miles away, I fired a Sidewinder. He popped a flare and banked left, I turned and kept him in my gunsight as he avoided the missile. He jinked back to the right and I armed another Sidewinder and at about a mile launched it. He started spitting flares, but it was too late. The sidewinder took off his tail section. This MIG pilot popped out as the plane started its final dive. We stuck around for a while, but then headed back to base. I guess splashing three of their top line fighters was enough for today. But what can you expect when they go up against the worlds best fighter.... the

F-15 *STRIKE EAGLE*

The game we all loved on the 8 bit is finally out for the ST. F15 Strike Eagle from MicroProse Simulation Software has been released. The game although very similar to the 8 bit version has some big differences. First, the scenarios are the same. Ranging from Libya to Hanoi. Enemy forces including MIG's and SAM's (Surface to Air Missiles). They did add one simulation, the 1986 raid on Libya, although the real raid was carried out by F-111's based in England, they added it quite realistically. The main simulation difference is the solid targets, no more stick outlines. The aircraft you fight look like MIG 21's, the missile sites look like missile sites and the headquarters buildings look like buildings. The game is either joystick or mouse controlled. I prefer the joystick for obvious reasons. The response is realistic, quite like the other versions. Bad news though, no more punching the "A" afterburner to get back after running out of fuel. No cheating... oh Phooey. The non-simulation screens are awesome. You can save your game and rise in rank. The rank you reach depends on the level you fly at rookies can only rise to Major, at pilot to Lt colonel and colonel at the Ace level. The game is a lot of fun, you can continue your career and rack up some great scores. The negative side now. The game has some bugs, most are in the non simulation screens. When saving your game and rank, you must use a formatted disk to save one game. Boooooooo Microprose. Plus if you have the data disk in when it asks for the game disk it will crash back to desktop. Annoying and seemingly easy to fix. Having racked up a spectacular score and losing it to this 'bug'... oh well. Plus after saving a pilot and reloading him, when I changed scenarios. The game brought me up in the wrong map with the right defensive weapons. The scenarios are different in the way they fight you, some use missiles. some use aircraft and some use both. It did seem to get confused if you went out of order. The game did not crash to desktop in the simulation ---- CONT'D NEXT PAGE ----

part of the game, only in the support screens. The overall game is better, just because of the increased graphics. There are a few annoying bugs, but for the most part the game works fine. It will be easy to lose yourself in shooting down planes and bombing targets. The manual has been updated for the ST and like always has an code to get into the game. The program is protected and after spending \$49.95 to buy it, the offer of a backup for \$10.00 seems a bit much. I can envision a charge for the de-bugged version and that will also bring a negative response. All in all I am real happy with this file. I do want to pass along one thing. At the 1986 CES, Silent Service a top notch WWII Submarine simulator was ripped off from the MicroProse booth. The game was on many bulletin boards before it was released. The result was a TOP NOTCH game only sold 10,000 copies. 10,000 copies sounds like alot, but consider they did 18 months of development work on it. You may have noticed MicroProse is releasing a lot of software for other machines. They stuck with Atari through the lean times and with really abysmal sales figures they apparently took their time with Strike Eagle. Lets not dry up software from the best houses. If you like Strike Eagle, buy it. If it is available to you through 'other means' pass it up. We need to support those who support us, I recommend Strike Eagle to you. It is worth the money you will spend for it.

**F-15 STRIKE EAGLE
MICROPROSE SIMULATION SOFTWARE
180 LAKEFRONT DRIVE
HUNT VALLEY, MD 21030
FOR A DEMO OF F-15 STRIKE EAGLE STOP BY
RANDALL'S HOME COMPUTERS
6166 HOWDERSHELL
895-8862**

Coming from Microprose for the ST

MicroProse only has a single release listed in work for the ST. The much awaited Gunship. Gunship, a AH64 Apache helicopter simulator. Gunship uses revolutionary 3-D graphics and a outstanding joystick flying system to authentically reproduce a helicopter combat pilots combat experience. High speed maneuvers at low altitude will put you in position to sure the Integrated Helmet Targeting System (IHTS) on enemy positions. Combined with Hellfire laser missiles, 30 mm automatic cannon a zoom TV gunsight and a assortment of rockets and missiles, you are the most efficient offensive weapon in the Army's arsenal. Features of the game include, Multiple missions including rescue, search and destroy and covert missions. Also there are sophisticated electronics including jammers, decoys and the IHTS. Currently the game is only in release for the commodore 64, it is listed as a future project for the ST. When you send in your warrenty card from F-15 include a letter asking them to get Gunship out for the ST. We need to show them we will support them if they support us. So please write MicroProse and ask for new releases for our machine. Gunship sounds like a natural for the graphic power and speed of the ST. You might spread the word, support the ST, it sure can't hurt...

WRITE TO:
BILL STEALEY, PRESIDENT
MICROPROSE SIMULATION SOFTWARE
180 LAKEFRONT DRIVE
HUNT VALLEY, MD 21030

SECRETARY'S REPORT

By Greg Kopchak

MEETING MINUTES

The first order of business at our October meeting was nominations for officers for 1988. Nominations made at the October meeting were; Mathew Ratcliff for President, Terry Shoemaker for Vice President, Greg Kopchak as Secretary, Steve Freshley as Treasurer and Jim Bucholz as Newsline Editor. Any one wishing to run for an office can still do so if they notify the officers prior to the Elections at our November meeting. Make sure you attend the November meeting to make your voice and vote be heard.

It's not too early to be thinking about your dues for 1988. We will start collecting dues for 1988 at our November meeting and sure would like to see all 1988 dues turned in by the December or January meeting. The dues are \$20.00 for the full year and include 12 issues of the ACE Newsline. The ACE Newsline alone is worth the cost of membership in ACE Saint Louis.

Mike Mason and Joan Ryan volunteered to be club liaisons for our 8-bit members. If you have an 8-bit demo you would like to present to the club or have a program you would like to see demonstrated at a meeting contact either of them. Either talk to them at one of our meetings or leave them a message on the ACE club base on the Gateway Bulletin Board at (314) 647-3290. They will share the duties of 8-bit Program Director. Your input and opinions are most needed by them. (Ed. See 8-bit article by Mike Mason Elsewhere in this Newsletter)

It was brought up that attendance at all SIG meetings with the exception of the 8-bit SIG has been declining. Starting this month the GFA Basic SIG has been combined into the ST SIG. If we want active SIG's, we need participation by all interested members. A SIG can be only as good as its members.

A special thanks goes out to Harold Brewer for his demo of the new Sparta- Dos Utilities disk for the 8-bit and Jeff Randall for his demo of F-15 Strike Eagle, Gauntlet, and Music Construction Set for the ST. The Randall Brothers have gone out of their way to support the club; return the favor by shopping at their store, Randall's Home Computers on Howdershell Road north of 270.

NOVEMBER MIDI SIG

The next meeting of the ACE Saint Louis MIDI SIG will be on Tuesday, November 17, 7:00 p.m., at Greg Kopchak's home. Last month we were given a full set of implementation charts for the Casio CZ series of synthesizers. The charts are in the MIDI SIG library and available to all members. If you have been trying to write programs and utilities for the CZ series, these charts have all the information you will ever need. They cover all aspects of the MIDI implementation for the CZ and full information on system exclusive and sound patch format.

With the holiday season approaching, the theme of the November MIDI SIG meeting will be "Sounds of the Season". We currently have three disks of holiday music for the ST and two disks of holiday music for the 8-bit computer line. We will demo these disks and will have them available for all members at the meeting. If you still don't own a synth, we also have three disks of holiday music for the 8-bit using the internal sound chip in the 8-bit machine.

We will also discuss the possibility of putting together an ACE Saint Louis MIDI SIG Christmas music slide show disk together to share with other MIDI users and groups.

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ORBITS

Charles Robinson



Here's a challenging little type-in program that's a nice simulation of the effect of gravity. The object of the 'game' is to define two or three objects and 'shoot' them at each other and try to get them to orbit each other instead of shooting off into space. Normally, you will want to define the first object with a large gravity field (10000 to 100000) and place it in the middle of the screen (80,40) with zero velocity, and define a second object with a gravity of only one or two Gs. Place this second object in the top corner (0,0) and 'shoot' it past the larger object by giving it a horizontal velocity of about 1000. The stronger object will draw the second towards itself; if the speed is JUST right, the incoming object will circle the bigger object in a lopsided orbit. However, this is NOT as easy as it sounds! Most of the time, the incoming object will hook around the bigger object and sling off into space. (Don't despair! I'll give you a 'working' set of objects next month!) You can also set up two objects on opposite sides of the screen and have them approach each other and see if they can capture each other. Remember, to move right to left, enter a negative X-velocity and a negative Y-velocity to move up the screen.

The program is pretty straightforward. Line 1320 sets up the graphics screen to mode 7 and adds 16 to the mode # to turn off the text window. The SETCOLOR statement changes the color register used to draw object 1 to red-orange. The POKE in line 120 keeps the screen from going into the ATTRACT mode, which rotates the screen colors due to no keyboard activity. The PEEK in line 130 checks the keyboard register to see if anything was typed on the keyboard; line 510 clears the KB register by poking a 255 back in it. The CLR in line 530 clears all the variables so they can be reused for another play. The FOR-NEXT loops have been inset to highlight them.

```
10 REM ***** ORBITS *****
20 REM **** Charles Robinson ****
30 REM ** Original by Al Baker **
40 REM ** Interface Age Aug/80 **
50 GOTO 1000
100 REM Calc, Display Loop
110 TRAP 110
120 POKE 77,0:REM Turn off ATTRACT
130 IF PEEK(764),.255 THEN 500
140 FOR I=1 TO T
150   FOR J=1 TO T
160     IF I=J THEN 210
170     X=X(J)-X(I):Y=Y(J)-Y(I)
180     D2=X*X+Y*Y:D1=SQR(D2)
190     G=G(J)/(D1*D2)
200     U(I)=U(I)+G*X:V(I)=V(I)+G*Y
210   NEXT J
220 NEXT I
300 REM Plot Objects
310 FOR I=1 TO T
320   COLOR I
330   PLOT X(I),Y(I)
340   X(I)=X(I)+U(I):REM Store new pos
350   Y(I)=Y(I)+V(I)
360   PLOT X(I),Y(I):REM Plot new pos
370 NEXT I
380 GOTO 120
500 GRAPHICS 0:REM Play Again?
510 POKE 764,255:REM Clear KB
520 ? :? "Type 1 to Play Again"
530 INPUT X:IF X=1 THEN CLR:GOTO 500
540 END
```

```
1000 REM Set Up Game
1001 REM T=TOTAL # OF OBJECTS
1002 REM I=CURRENT OBJECT
1003 REM G(I)=GRAVITATIONAL PULL
1004 REM X(I)=HORIZONTAL POSITION
1005 REM Y(I)=VERTICAL POSITION
1006 REM U(I)=HORIZONTAL VELOCITY
1007 REM V(I)=VERTICAL VELOCITY
1010 ? "Number of Objects (3 max)";
1020 INPUT T:IF T.3 THEN 1010
1030 DIM G(T),X(T),Y(T),U(T),V(T)
1100 REM Get Parameters for Objects
1110 FOR I=1 TO T
1120   TRAP 1120
1130   ? "For Orbiting Object ";I
1140   ? " Gravity";:INPUT A:G(I)=A
1150   ? " X-COORD (0-159)";:INPUT A
1160   IF A,0 OR A.159 THEN 1150
1170   X(I)=A
1180   ? " Y-COORD (0-79)";:INPUT A
1190   IF A,0 OR A.79 THEN 1180
1200   Y(I)=A
1210   ? " X-SPEED";:INPUT A
1220   U(I)=A/100
1230   ? " Y-SPEED";:INPUT A
1240   V(I)=A/100
1250 NEXT I
1300 ? "*** PRESS ANY KEY TO STOP ***"
1310 FOR Z=1 TO 500:NEXT Z
1320 GRAPHICS 23:SETCOLOR 0,3,10
1330 GOTO 100
```


CONNECT 10

By STEVE FRESHLEY

First the bad news...The PUB BBS has closed its doors. Joe says he just had too much equipment failure, and gave it up. GATEWAY BBS (314) 647-3290 lost its message pointers on Base #1 for a while which meant when you left a message, it would be saved as Msg. #1. Gateway had 100 message #1's. This problem has since been corrected. BUCKSKIN BBS (314) 776-2482 lost the hard drive controller, and is temporarily running on two floppy drives. Dennis has ordered a new controller, but it will be while. FROG BBS (314) 776-0321 still hasn't received the new hard drive to replace the one taken out in a lightning storm.

Now the good news...SysOps Charles Parsons(WORD BBS 739-5185) and Gene Douglass(LORD'S HOUSE BBS 968-0749) are both new fathers. Congrats to both on your new baby sysops. AURA BBS (314) 645-6431 has put a new 60+ meg hard drive online. Dan plans to revive the 8-bit userbase, and this should give him the storage capacity to do it. Give him a call. As the mod wars continue, ForemXE professional now has X-modem CRC and Y-modem protocols available. Last but not least, the newest BBS in town is run by none other than yours truly. Call the Basement BBS (314) 839-0063 and let me know what you think. I am running FoReM XE with an MIO.

SPOTLIGHT

BOB'S BINARY SHOP

Sysop: Bob Nabours

Age:47

Take a 130XE modified to 576K, a 1 meg MIO, a 30 meg hard drive. Add a modem and printer. What do you have? Not much more than a souped up system. But when you stir in one highly modified ForemXE program, and a SysOp/programmer nicknamed Binary Bob, you have one of the best run and busiest BBS's in the area.

As a programmer, Bob has been a consistent leader in modifying ForemXE, so that, in his words, "it's an updated, available for everyone program." He doesn't just stop with the modifications, though. Area sysops are familiar with his "house calls" to help them install his mods, or to work out a problem they're having with the program. Bob has also written Superboot, a program that converts a disk of files to a single binary file for transmission via modem, and reassembles it when used on the receiving end.

Bob's programming doesn't stop with his Atari, either. Bob came from Dallas 10 years ago, and is now in charge of the programming group that maintains the systems files for all of McDonnell-Douglas.

Believe it or not, Bob doesn't spend all his waking hours in front of the keyboard. He also has a family. His wife, Karen, is a kindergarten teacher at Patterson School in St. Charles. His son, Mark, age 15, is a junior varsity soccer player, and his daughter, Allison, 14, is a nationally ranked swimmer.

Bob, like all sysops, really likes to see his message bases going, and has incorporated that into his index for judging a users board support. He'd really like to see all the ACE members involved in telecommunications.

You can call Bob's Binary Shop at (314) 946-9607. And post a message. It helps keep the boards alive.

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RATTY'S RAP - NOVEMBER 1987

Whew! I finally finished the WP Importer, which converts Word Writer and 1st Word files directly from word processor format to Publishing Partner format, while retaining all the attributes. I'm off to do the ST Writer version next. Many people have asked me if it would be a free upgrade to Publishing Partner owners. The answer is probably not. I'm not certain yet, but I think SoftLogik intends to market it as a utility package. Maybe I can wrangle a few free copies for club members.

You may have noticed that I'm selling off a lot of software and 8bit Hardware. I'm not getting out of the Atari business, but am cutting back a bit - especially on the 8bit. There are only so many hours in the day. Not only does the ST keep me busy enough as it is, but my new job at work requires that I program the IBM PC. So my next system must be a PC compatible, to reside on the desk formerly occupied by one of the best 8bit Atari systems ever assembled. I'm whittling that down to a small floppy based system, capable of developing small projects. It is just too important to my future at work NOT to get into PC programming BIG TIME at home.

The XEGS (XE Game System) IS HERE! You can find it in most Kay Bee Toy and Hobby stores in the ST Louis area. The system looks sharp, but they have a pathetic selection of game cartridges. All are circa 1981 or 82. True they are classics, but Atari really needs to get Battlezone and some other hot properties out for it to help sell the machine well over Christmas.

Atari said at the June CES that they'd start advertising regionally in October and go National in November. They have done that too! I've talked to several people who have seen both the ST and XEGS commercials. And Atari is shipping the SX212 modems finally! The XEP80 (80 column card with printer port) and XF551 are not out yet. The 1050 drives are virtually impossible to come by any more. Dealers (such as the Randalls) are told that their next drive shipment, coming real soon, will be the XF551. Well, no one bats a thousand, but Atari is doing better.

Bad news folks, the 520STs are going up by \$100. I've heard this is to encourage "dealers" at the level the Randall's are positioned, to push the 1040s. Atari wants to push (heavily discounted, of course) the 520s in their new "consumer chain stores", called Federated. (Which they recently bought controlling share in at \$67 million. They should have waited until BLACK MONDAY and saved a few bucks, huh?)

The MEGAs are shipping. It's REAL TOUGH to get accredited to sell these systems, as the Randall brothers can tell you. You have to spend about \$15,000 to get your first order, have someone selling NOTHING BUT ST's full time and a lot of other rules. Atari is beginning to "act" like a business machine company, with business machine prices. Unfortunately, they are NOT a business computer company, at least they don't put forth that image. Dealers seem to be happier with the pricing on the MEGAS, allowing them a little more room for profit and discounting without going in the RED!

Supra has already shown an internal hard drive for the MEGA STs. It will probably have to be a dealer installed unit, since it doesn't simply plug into a slot. The MEGA has an extra internal DMA port that this internal drive uses. It pushes the power supply to the hairy edge of its rated limits, and some special delay circuitry is included which forces the hard drive to power up and come up to speed before power is then applied to the computer itself. (The computer doesn't wait for a hard drive to "spin up" as the IBM does. It assumes that all peripherals are on and ready to run when the computer itself is powered up. Thus, the requirements for Supra's tricky circuitry.) This hard drive doesn't require its own power supply and case, so it will be cheaper than the external drives we're accustomed to seeing on the STs.

Supra has also demonstrated a 10Meg floppy disk. It looks and feels like a 5.25" floppy, but the special disks (probably costing \$10 to \$40 each) hold 10Meg. It is a bit slower than a hard drive, but the ability to change the entire operating environment, MEGabytes of program and data files, by switching a single floppy will be a real advantage.

Rumor has it that Atari is showing CD ROMs again, in Europe, and that we could actually purchase them by the end of '88! COMDEX is coming up in November. It is rumored that Atari will be there in a BIG WAY, putting on the "business machine image" again. They will show off their Megas and, it has been rumored, a new graphics workstation to compete with VAX and Mac IIs! It is to have outrageous resolution, colors and SPEED, based on a RISC (Reduced Instruction Set) technology microprocessor modeled after the 68000. I'll be able to give you a few more details next month, if this rumor pans out.

Well, that's all the Atari news that is news from the Rat's Nest!

*** Sale of the Century ***

I've been transferred to a new job, which requires that I become an adept IBM PC programmer. Being the Atari fanatic I am, this puts me behind the 8 ball. I've got to learn how to program the PC, which means I need a PC at home - that's how I learned to program in the first place, with the help of my Atari. So, to make room for the new PC and help pay for it, I'm selling off some of the ST software packages I don't use much any more. Below is a list of the packages and sale prices. They will be available for sale at the November and (if anything is left) December ACE St. Louis club meetings. All software listed is COMPLETE with *ORIGINAL* documentation, unless noted otherwise.

- o ST-Term 2.0 by Matthew Singer, of FoReM BBS Fame, a good terminal program: WAS: \$40 SALE: ... \$12
- o Renegade and Ninja Mission, two fast action arcade games from Mastertronic: (no DOCS) WERE: \$20 each SALE for both: ... \$10
- o Degas by Tom Hudson, from Batteries Included, the ORIGINAL master graphics art program for the ST. WAS: \$80 SALE: ... \$15
- o DataTrieve from Abacus Software, a good database manager. (It is copy protected, 2 masters included.) WAS: \$50 ... \$15
- o Thunder, the ultimate spelling checker for the Atari ST from Batteries Included. WAS: \$40 SALE: ... \$15
- o ST Star Raiders, the ST version of one of the most popular home arcade games of all time. WAS: \$28 SALE: ... \$7
- o CARDS from MichTron. Play poker, black jack, and several different forms of solitaire. WAS: \$40 SALE: ... \$10
- o Time Link, the time management system from Batteries Included WAS: \$50 SALE: ... \$5
- o Typsetter Elite from XLent Software. WAS: \$50 ... \$10
- o Crystal Castles from Atari, a 3D "relief map" version of PAC MAN, only this time it's a teddy bear. CUTE! ... \$12
- o Boulderdash Construction Kit, new from Epyx, ... \$10
- o Print Master from Unison World, WAS: \$50 SALE: ... \$12
- o Sub Battle Simulator from Epyx, an excellent WWII submarine battle simulation. WAS: \$40 SALE: ... \$12
- o Starglider from Rainbird software, excellent graphics and digitized sound. WAS: \$45 SALE: ... \$20
- o Goldrunner from Microdeal is an exciting "Galaga" style game for the ST with super graphics and sound. Very challenging. I only wish I had time to PLAY this one. WAS: \$40 ... \$17
- o Zoomracks II database from Quick View systems, WAS: \$120, plus Zoomracks Business Starter kit, WAS: \$20 and Home starter kit, WAS: \$20. Total package SALE: ... \$40
- o AssemPro from Abacus Software is a very fast macro assembler for the Atari ST. I wrote my first two Importer accessories with it, but have since moved on to Megamax C. WAS: \$60 SALE: ... \$25
- o I*S Talk from Batteries Include, a FULL GEM implementation of a terminal program for the ST. WAS: \$50 SALE: ... \$12
- o PC Board Designer from Abacus is a MONOCHROME only PC board design package. The only printer driver with it is for the Epson and fully compatibles (won't work with Gemini 10X). WAS: \$195 SALE: ... \$25
- o CAD 3D, Tom Hudson's original release of his awesome 3D modelling package. WAS: \$50 SALE: ... \$15
- o Another BASIC for the ST, Softworks BASIC, Rev. 1.0 WAS: \$79 SALE: ... \$10

8 bit sale

I've accumulated a lot of 8bit hardware and software over the years too. I'm not doing the serious software development on at that I had hoped earlier this year, so a lot of my HARDWARE and SOFTWARE must go. The items listed below will be available at the November ACE meeting. Software is sold AS IS. Most have

ORIGINAL docs, unless noted otherwise. All hardware is checked out and guaranteed to be in working order at time of delivery, but no warranty is made beyond that. Come early for the best choice of 8bit goodies, do some early Christmas shopping!

*** HARDWARE ***

- o 1 MEG MIO Board by ICD and 5MEG hard drive (will not separate). 1MEG MIO Was: \$320, 5 Meg Hard drive complete, great for a BBS system, WAS: \$300 Package SALE price: ... \$450
- o 1050 Disk drive with US Doubler for true double density (180K with SpartaDos or DOS XL, DOS not included): Was: \$180, US Doubler Was: \$35 ... \$120
- o Commodore Monitor and cable for the Atari computer. One of the most popular color monitors around. Was: \$270 ... \$110
- o Atari 825 printer, with cable, ready for connection to 850 or P-R: connection interface. ... \$40
- o Proburner EPROM programmer for all 8bit systems, was: \$150, Dataerase EPROM eraser, WAS: \$40, Two cartridge boards and several EPROMS included (sorry, no support after the sale can be provided), package sale price: ... \$120
- o Muppet Learning keys, alphabet and number touch pad for kids. Simple joystick interface. Board, manual and driver software. Write your own educational programs for it! ... \$5
- o Trakball, great for missile command. ... \$5
- o 410 Cassette in good working condition and Conversational Spanish package. ... \$7
- o Computemp, temperature sensor hardware and software system. Was: \$180, ... \$20
- o Party Quiz, 4 Player Paddles and Quiz software. A great party game, with several trivia disks. Was: \$70 ... \$7
- o Computer EYES COMPLETE! Hardware WAS: \$130, Graphics 9 software WAS: \$20, and Magniprint II+ WAS: \$20 ... \$110

*** Books and Software ***

- o The best of ANTIC, Volume one, original cost \$13, ... \$3
- o COMPUSERVE On Line user's manual ... \$2
- o Paper Clip, including 130XE version with SPELLING Checker. One of the best 8bit word processors ever written. Original cost \$60, SALE PRICE: ... \$20
- o Spitfire 40 from Avalon Hill Game Company, a WWII fighter simulator. ... \$10
- o Silent Service from MicroProse, a GREAT submarine simulation, sale price: ... \$12
- o AutoDuel from Origin Systems, recently reviewed in PANAK Strikes of ANALOG Computing: ... \$15
- o MASTERTRONIC Action Biker, one of their games I really liked. No docs on this dude, but it's simple to figure out. ... \$2
- o F-15 Strike Eagle from Microprose, the ultimate jet fighter simulator, complete! ... \$12
- o Alternate Reality, a D&D style graphics adventure game from DataSoft. ... \$12
- o Spy VS Spy, Advantage Volume I and II. "Embassy Espionage" and "The Island Caper" missions, 2 games on one disk. ... \$5
- o Timewise Time manager from Atari ... \$2
- o OSS DOS XL, single and double disk support. Complete with original master disk and manual. ... \$7
- o Pitfall and Demon Attack games on a single "golden games" disk, no docs on these. ... \$5
- o The COMPUTER Gourmet from New Horizons Software. For the complete, computerized cook. ... \$12
- o Megafont from XLeit software (translator may be required for XL/XE machines?). ... \$5
- o AtariWriter cartridge with Gemini/Epson printer driver. My all time favorite word processor on the 8bit Atari. ... \$20
- o Super 3D Plotter II, a great assembly language version of Solid States with many new features. ... \$15
- o All NEW from Epyx, Boulder Dash Construction Kit ... \$5

All software is sold AS IS. The software will be sold before and during the breaks at the Nov and Dec ACE St. Louis meetings. Come EARLY for the best selections. Thank you for your support.

Mat+Rat

SPARTA DOS TOOL KIT

Reviewed by Harold Brewer

"Professional Tools for the Most Powerful 8-bit Disk Operating System"

For SpartaDOS aficionados, ICD's latest software offering, the SpartaDOS Tool Kit, is a must. Priced at \$29.95, it contains eight "new-to-ICD" utilities. "New-to-ICD" because at least one-half of these files are similar to versions of existing Public Domain utilities. But this is where any likeness ends. The Tool Kit's files are much superior to any other homologous file. To put it simply: These utilities work. Not only that, but many Tool Kit utilities are compatible with all SpartaDOS versions, from 1.1 to the soon-to-be-released SpartaDOS-X cartridge DOS.

These utilities are to be used as any current SpartaDOS external command is used: the .COM file must be present in an active drive when it is called for (like XINIT.COM or RD.COM).

But enough of the logistics--let's see what is available.

**** 1) RENDIR.COM - for renaming subdirectories. Only the directory name is changed--there is no effect on its contents. This utility should have been on the SpartaDOS Construction Set disks, it is so obvious a need.

Syntax: RENDIR 'Dn:'oldname newname

**** 2) VDEL.COM - for a file-by-file verification of delete. Wildcards are allowed (indeed, that is when VDEL is at its best) with any filename match displaying a prompt asking for a "Y", "N", or ESC. At completion, the total number of deleted files is listed.

Syntax: VDEL 'Dn:'path'filename.ext

**** 3) WHEREIS.COM - to locate a filename anywhere on a disk. Wildcards are allowed with all matches being displayed along with their pathways from the current directory. The total number of matches is reported at completion. When multiple subdirectories are used, this utility can be a godsend.

Syntax: WHEREIS 'Dn:'filename.ext

**** 4) MIOCFG.COM - to save and load MIO configurations to a floppy disk. Alternate configurations may be loaded as opposed to changing menu screens. The configurations can either be loaded with or without formatting the MIO RAMdisk(s).

Syntax: MIOCFG 'Dn:'path'filename.ext '/SLN'

**** 5) SORTDIR.COM - a multifaceted directory sort. Directories can now be sorted by filename, extension, bytes, date, or the reverse of the preceding parameters. Double priorities exist such that extension is a second priority to filename when the sort is by filename, time is a second priority to date when the sort is by date, and so on. This utility is much better than any directory sort I've seen--my compliments to ICD.

Syntax: SORTDIR 'Dn:'path' /NTSDX

**** 6) DOSMENU.COM - a SpartaDOS menu for Atari DOS 2.x lovers. A "WYSIWYG" menu, with nothing hidden from sight. Some commands require utilities to be present like "I" for format requiring the XINIT.COM file. For new SpartaDOS users, this may help in the transition from a menu to command line input.

**** 7) COMMAND.COM - many mods rolled up into one utility. Screen color may be changed while in DOS from green to blue to black while retaining white text. The Dx: prompt now shows the directory path: i.e. when in the subdirectory "TOOLKIT", the prompt looks like this:

continued on next page

SPART9 DOS TOOL KIT (continued)

Dx:TOOLKIT.

The keyboard can access a cold start of the computer along with a help menu of available COMMAND.COM commands. The cursor, insert, delete, select, and start keys now emulate MS-DOS keys in that you can recall and edit the previously entered command line, something which shows great potential. Finally, COMMAND.COM gives twenty programmable function keys by using numbers 0-9 in conjunction with ,CTRL. and ,CTRL.,SHFT. (shades of SuperKey!). Do not use this utility along with DOSMENU.COM, as they are incompatible. Also, the standard 32 character keyboard buffer with SpartaDOS 3.2d is lost when using COMMAND.COM. Finally, BASIC locks up when using COMMAND.COM without a COMMAND.BAT being present (the .BAT file can be empty if no pf keys are required). None of these shortcomings are addressed by ICD. However, with the superior editing ability of COMMAND.COM, a few shortcomings may be overlooked.

**** 8) DISKRX.COM - the SpartaDOS sector editor. (As my experience with sector editors is nil, I must rely upon the Tool Kit's own documentation for this utility.) Most DISKRX functions are for SpartaDOS diskettes--edit sectors, trace files or sector maps in any density, rebuild directories, and more. Non-SpartaDOS diskettes can use DISKRX as a basic read/write editor. Menu screens are in abundance, along with generous prompts to assist the intrepid user along the path of reconstruction. (This is a huge utility--some 267 sectors in size--and I certainly do not do it justice. Perhaps some club member with the Tool Kit and sector editor know-how will lend some expertise on DISKRX.)

This addition to the SpartaDOS family shows great promise. From simple renaming of subdirectories to MS-DOS emulation to disk reconstruction, the SpartaDOS Tool Kit is software with a purpose: to assist current SDCS owners with many previously time-consuming chores, as well as being an adjunct to the future SpartaDOS-X Cartridge users' repertoire.

Veeha Bleea

more of everything you didn't want to know from someone who didn't know it anyway

Well here we are the end of another year. The elections will of course be a big part of this meeting. This coming year will see things run a little smoother, for personally I intend to make sure all the officers do a fair share of work. The whole last year the load has fallen on the shoulders of a few. If we paid Terry a dime for every mile he had to drive getting things done, he could stop buying lottery tickets. We have a rule in the club constitution that says we need an executive meeting once a month, this year to better co-ordinate things, that meeting will be held. This year if we saw each other once a month we were lucky. The ones that suffer are the members, things get crossed up between the officers and members lose out. Well this year that isn't going to happen. The officers are going to each have to do the assigned duties per the constitution. I know that this is a testy article, but I guess it is time to get it out in the open. The club has floundered for the last year. Too much to do and lots of busy people end up making things tough. But, he ya go a campaign promise and I am un-opposed. This coming year 1988 will be different. We (the officers) will be more accessible and we will be more responsive to member concerns. So much for all the heavy duty stuff. I want to welcome Joan Ryan and Mike Mason as 'advisors' on 8 bit software for us. They will pass to the vice president recommendations for 8 bit demos. Both are accessible on the local boards, if you have a suggestion either contact them or the vice president. If you see a ST file you would like demo'ed please step forward, in fact if you would like to 'volunteer' (the dreaded ACE V word) to be a ST program advisor, step forward, the help would be welcome. Come to the meeting, the next year needs some ideas and fresh blood. We will be needing some help in circulating flyers for membership, we will need some ideas for getting new members and other help that will let us get the next year cooking. See you at the meeting.

SILENT SERVICE HINTS

GAME HINTS FOR SILENT SERVICE

Silent Service, Microprose Simulation.

Your mission: As commander of an American submarine in the Pacific during World War II, you must hunt down and sink Japanese freighters, troop carriers, and tankers.

Hint #1

=====

Ships are slowed considerably when hit by a single torpedo. When attacking a convoy, select the juiciest target, and fire a single torpedo before diving. Dive deep enough to avoid being detected by any destroyers and continue at two-thirds speed in the same direction as the convoy. Destroyers will usually abandon the wounded ship in order to protect the remaining convoy. Speed up the simulation until the convoy is well out of range while observing the ship on radar. Then surface to torpedo depth and strike again.

Hint #2

=====

A few hits from the deck gun will slow down any ship and cause it to fall behind the convoy.

Hint #3

=====

Sometimes a convoy will head for land and remain a few hundred yards off shore. The ships will form a relatively tight circle and continue to circle while the destroyers (the fastest blips on the radar) move in random directions. A sub can creep up on the convoy making sure to use slowest possible speed and minimum profile. Position the sub fairly close to the convoy, while remaining close to the bottom. If detected by the destroyers, dive to the bottom and shut off the engines. The destroyers cannot detect a sub which rests on the bottom unless it happens to be very shallow (under 100'). Ships can be picked off one at a time by surfacing to periscope level and firing no more than two torpedoes at a time. Be sure the destroyers are on the other side of the circle before firing.

Hint #4

=====

If a convoy is guarded by only one destroyer it might be worth your while to try to sink it. However, make sure that you shoot at it before any of the other ships in the convoy. When it starts closing on you open up with the deck gun (especially effective at shorter ranges -- around 1000 yards).

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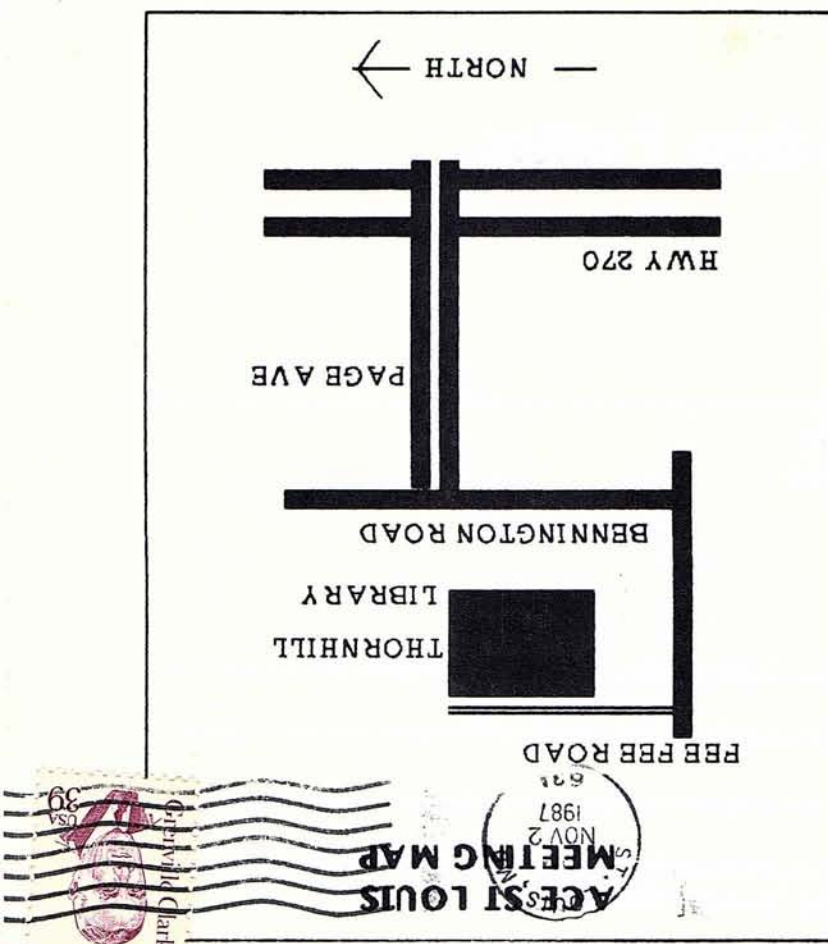
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